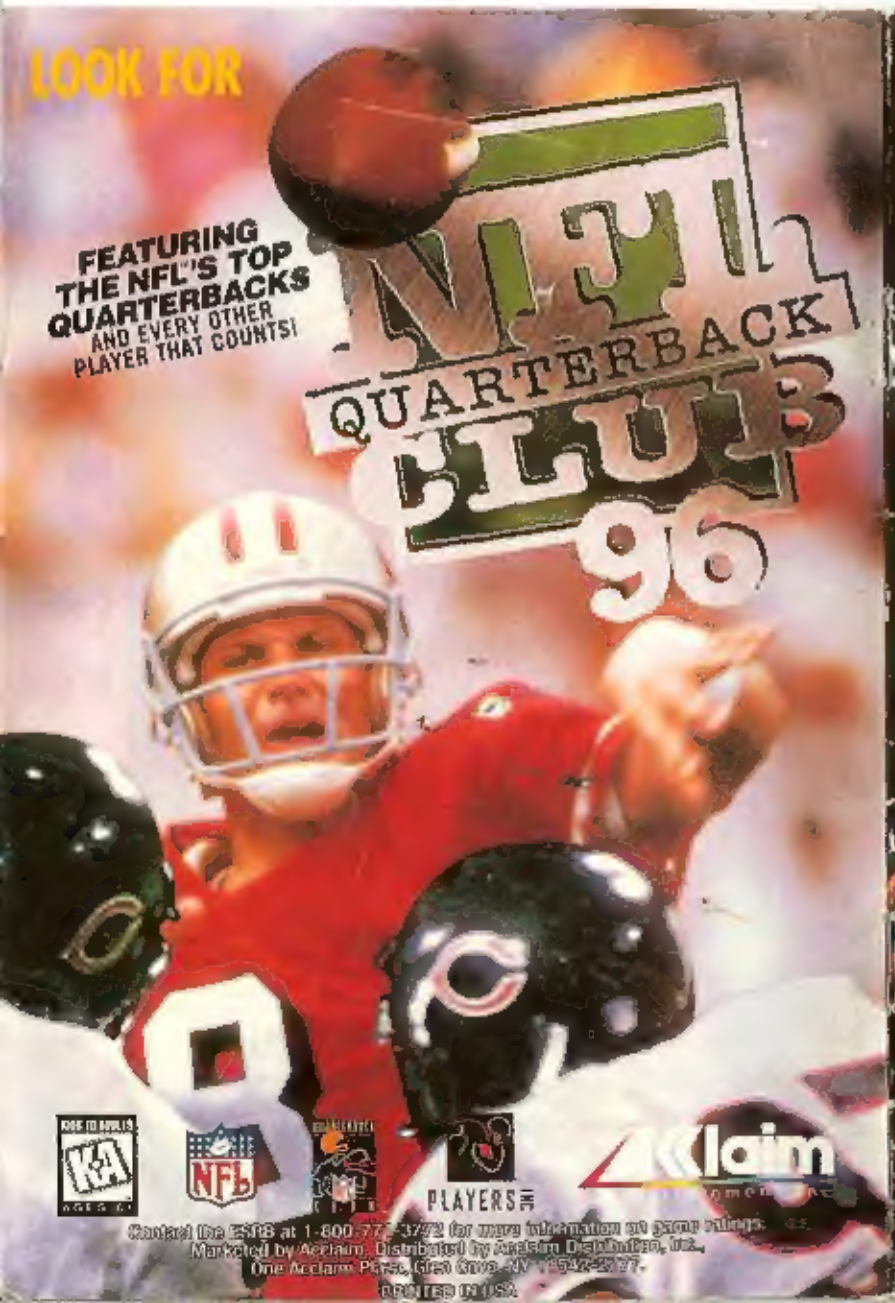
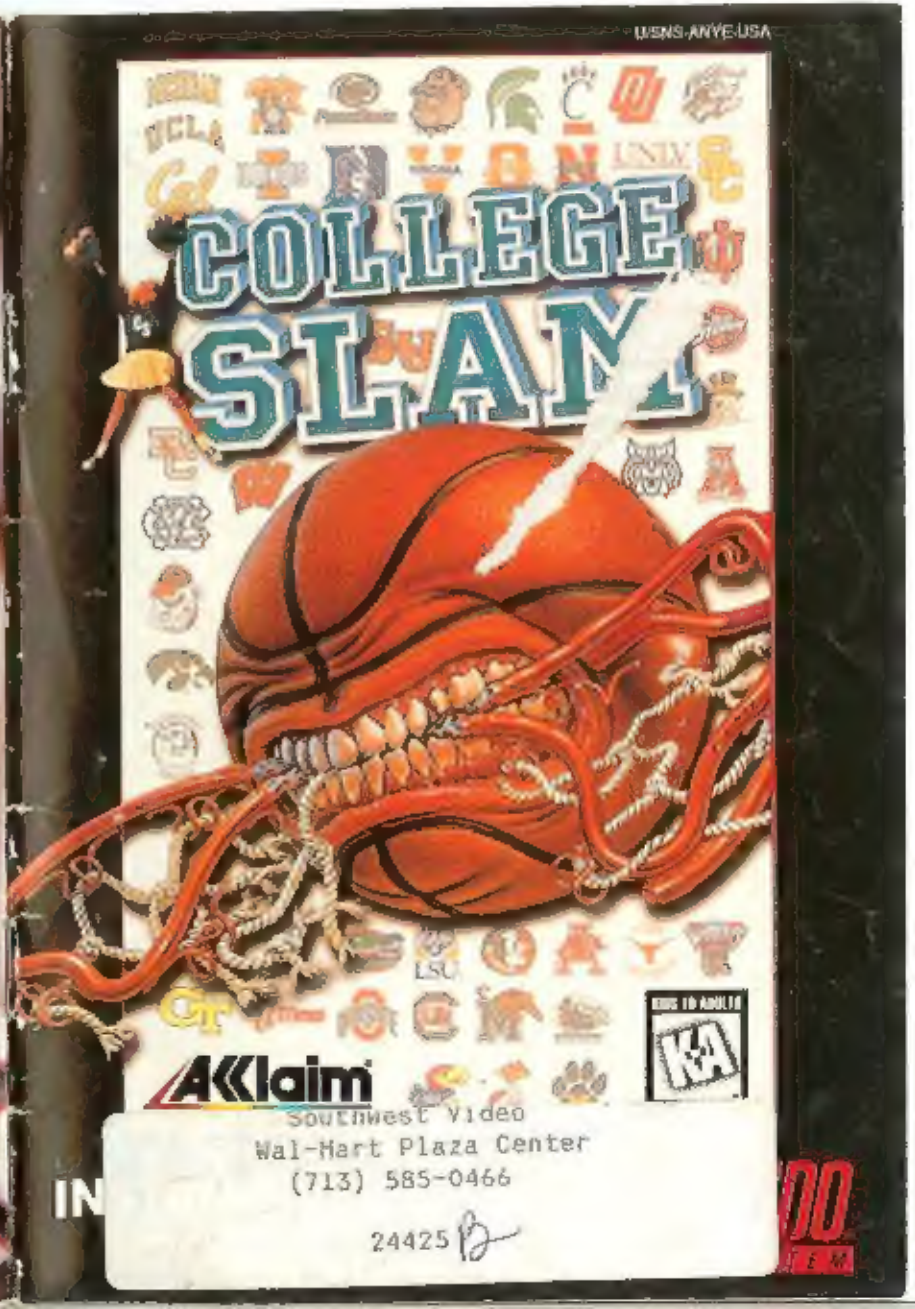
LOOK FOR

FEATURING THE NFL'S TOP QUARTERBACKS AND EVERY OTHER PLAYER THAT COUNTS!



Contact the ESRB at 1-800-771-3772 for more information on game ratings.
Marketed by Acclaim. Distributed by Acclaim Distribution, Inc.,
One Acclaim Plaza, Glen Cove, NY 11542-2777.
PRINTED IN USA

U·S·N·S·ANYE·USA



Southwest Video
Wal-Hart Plaza Center
(713) 585-0466

24425

WARNING:

PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

LICENSED BY Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CONTENTS

Brace Yourself for Slammin' Hoop Action! 3

Before Hitting The Boards.....4

Choose Your Teams And Players.....5

- Head To Head Mode 6
- Semi Finals & Tournament Modes.....6
- Season Mode 7

Customize Your Game Play 8

- View/Delete Records.....8
- Configuring Controllers 9
- Configuring Game 9
- Edit Teams 11

The Basics...And More! 14

Team Substitutions 16

Check Out These Power-Ups! 17

Tips For Slammin' Hoop Action! 19

BRACE YOURSELF FOR SLAMMIN' HOOP ACTION!

Looking for the grittiest, jammingest, slammingest hoop action ever? Good, because you're about to feel the impact of College Slam™! We're talking over 40 of the top colleges in the country together for the first time in the most spectacular hoopfest ever! From Arkansas and Kansas to Michigan and Duke, they're all here — and all geared for the wildest hardwood action you've ever seen!

Want board-busting head-to-head competition? It's here! Demand the greatest in sensational tournament action? See if you can make it all the way to the Semi Finals — and the tournament championship! Or compete in a Full Season test! And hey — want to score with the wildest, most incredible dunks ever? You can do exactly that from the opening whistle to the final buzzer of each and every half!

Whatever team you choose to be, whichever way you choose to play, you'll experience the most authentic hoop action the sport has ever known — and master the most spectacular backboard-blasting slams and jams you've ever seen! Grab the ball and hit the hardwood — the College Slam™ is underway!

BEFORE HITTING THE BOARDS

LOADING:

1. Make sure the power is OFF.
2. Insert the College Slam™ Game Pak as described in your Super Nintendo Entertainment System® instruction manual. If you wish to play a three or four player game, plug in a Super Multitap™ or a Super Link™ (sold separately) at this time as described in its instruction manual.
3. Turn the power switch ON.

When the College Slam™ title screen appears, press the START BUTTON to advance to the MAIN OPTIONS screen.

CHOOSE YOUR TEAMS AND PLAYERS

The MAIN OPTIONS screen is where you can choose from one of four senses-shattering College Slam™ play modes — and customize your game play in literally dozens of various combinations!

[NOTE: Only player one's controller will be able to access and adjust the option screens.]

Head to Head mode pits two teams against each other in hard-driving head-to-head action! Semi Finals mode allows up to four players to enter their teams in an end-of-season playoff competition! Tournament mode allows up to 16 players to enter their teams in a straight tournament format against each other! And Season mode gives one player the long-term challenge of competing against 20 other teams in a qualifying ladder, then advancing to a 16-team knockout-format tournament!

Use the UP and DOWN CONTROL PAD to move the cursor to the option you want, then press the A BUTTON to choose the option.

[To change the names and talents of specific players on your teams, see the EDIT TEAMS option, on page 11.]

College Slam™ provides four different player positions: Players 1 and 2 are teammates, and players 3 and 4 are teammates who oppose them. To register as one of the players, press the START BUTTON and note your corresponding controller visible on the screen. Use the LEFT or RIGHT CONTROL PAD to choose team 1 or 2. Note that as you do so, the corresponding controller icon will slide to the left or right. When your controller corresponds to the team you've chosen, press the A BUTTON to lock in your choice. When all active players have made their team choices, any remaining blank slots will be filled by the computer (note the "CPU" icon on the screen as the computer fills out the teams).

Unless you choose the GAME OPTIONS mode (see page 8), your choice of Head to Head, Semi Finals, Tournament, or Season modes will take you to a series of screens that ask you to select your team and players.

HEAD TO HEAD MODE: To select your team for one-on-one competition against either player or the CPU, use the UP and DOWN CONTROL PAD to scroll through the available teams. When you've highlighted the team you want to be, press the A BUTTON to lock in your choice. To select players, follow the same procedure as for TEAM SUBSTITUTIONS (see page 16).

SEMI FINALS & TOURNAMENT MODES: For both Semi Final and 16-team Tournament competition, you'll need to make the following choices [NOTE: All choices are made with controller one, with players passing that controller to one another to lock in their specific choices]:

Entering player initials: Use the LEFT and RIGHT CONTROL PAD to highlight the initial you want to change, the UP and DOWN CONTROL PAD to scroll through the alphabet once you've chosen the specific letter, then the A BUTTON to lock in your choice.

Selecting teams: To choose from the available college teams, use the UP and DOWN CONTROL PAD to scroll through the teams. Note that the team logo appears as each team is highlighted. When you've highlighted the team you want to be, press the A BUTTON to lock in your choice.

Selecting Players: To select players, follow the same procedure as for TEAM SUBSTITUTIONS (see page 16).

SEASON MODE: For 20-team Season mode competition, you'll need to make the following choices:

- **Entering player initials:** Follow the same procedure as for Semi Finals or Tournament above. [NOTE: Choosing a three-letter combination you've used before allows you to resume a tournament in progress (see VIEW/DELETE RECORDS on page 8).]
- **Selecting teams:** To choose among the college teams, follow the same procedure as for Semi Finals or Tournament above.
- **Selecting Players:** To select players, follow the same procedure as for TEAM SUBSTITUTIONS (see page 16).

CUSTOMIZE YOUR GAME PLAY

College Slam™ allows you to maintain records, change teams, and alter the style and speed of the hoop action in literally dozens of various combinations!

First, you need to choose the GAME OPTIONS mode from the MAIN OPTIONS screen. [NOTE: Only player one's controller will be able to access and adjust the options screens.]

You'll then be presented with a list of four options categories: (1) VIEW/DELETE RECORDS, (2) CONFIGURE CONTROLLERS, (3) CONFIGURE GAME, and (4) EDIT TEAMS. Use the UP and DOWN CONTROL PAD to move the cursor to the category you want, then press the A BUTTON to choose the category, or choose EXIT to return to the MAIN OPTIONS screen.

VIEW/DELETE RECORDS:

This screen allows you to view your team records (number of games played, number of games won and lost, and what stage of tournament competition that team has reached), and to either delete records or return to the GAME OPTIONS screen. To delete a record, use the UP and DOWN CONTROL PAD to highlight the record you wish to delete, then press the A BUTTON once to first confirm that this is in fact the record you wish to delete, then a second time to eliminate that record from the list.

CONFIGURE CONTROLLERS:

This screen allows you to alter the button configuration of your controller differently than the default configuration described in this manual. To activate a controller to be configured, press the START BUTTON. To scroll through the configuration options, press the LEFT or RIGHT CONTROL PAD. To lock in your choice, press the START BUTTON.

CONFIGURE GAME:

This screen allows you to customize College Slam™ game play in a wide variety of ways, from the speed of the game clock to the availability of powerful icons that can supercharge your hoop action!

The various options are presented on two screens. Use the UP and DOWN CONTROL PAD to choose the option you want to adjust, or to move between the two options screens then press the A BUTTON to make your choice. To adjust the specific values of the option you've chosen, use the LEFT and RIGHT CONTROL PAD.

Here's a rundown of all the variables you may adjust, as well as their default values:

- **Drone Difficulty** enables you to adjust the intelligence of the computer-controlled players from 1 (not so smart) to 5 (very smart); the default value is 3.
- **Tag Mode**, when on, allows you to control whichever player on your team is in possession of the ball at that moment, rather than one specific player throughout the game. The default setting for Tag Mode is off. [Note: When the opposing team takes possession of the ball, you will retain control of the player on your team who last had possession of the ball.]

CPU Assist, when on, empowers the computer to constantly monitor the score of a game and adjust player intelligence so that one team does not get too great a lead over the other. The default setting for CPU Assist is on.

- **Shot Clock** adjustments may be made from 5 to 35 seconds. The default value is 35 seconds.
- **Timer Speed** enables you to adjust the speed of the game clock from 1 (very slow) to 5 (very fast); the default value is 3.
- **Overtime** periods may be adjusted from a minimum of 1 minute to a maximum of 3 minutes. The default value is 3 minutes.
- **Hot Spots** are visible spots on the court with various point values, enabling you to score those bonus points if you shoot successfully from that particular spot. The default setting for the Hot Spots mode is off. [Note: When playing College Slam™ in Season Mode, the Hot Spots are automatically disabled.]

Power-Up Icons (see page 17-18) appear at random intervals throughout the game and empower you with a wide variety of skills and abilities for brief intervals. The default setting for the Power-Up Icons mode is off. (Note: When playing College Slam™ in SEASON Mode, Power-Up Icons are automatically disabled.)

Juice Mode alters the value of the players' overall speed, by factors of anywhere from 2 to 4; the default value for Juice Mode is off.

EDIT TEAMS:

This screen allows you to choose from over 40 teams. Using the UP and DOWN CONTROL PAD, scroll through the list of teams and highlight the team you wish to be. Then press the A BUTTON to lock in your choice.

Once you've chosen your team, you will see a screen of information on that particular team split into two specific areas: (1) an options block, and (2) an information panel that displays the names and statistics that may be altered for the players on that particular team. This screen allows you to address the following options regarding the team you've chosen:

Edit Names: This allows you to change the names of the five players on your team. Use the UP and DOWN CONTROL PAD to scroll through the names, then press the A BUTTON to choose the name you wish to alter. Use the LEFT and RIGHT CONTROL PAD to highlight the specific letter in the name you wish to change, then press the UP and DOWN CONTROL PAD to change the letter. Once you've changed the name the way you want, press the A BUTTON to lock in your choice.

Reset Names: Selecting this option will undo any name changes you've made, returning the team names to their original default settings.

Edit Stats: This allows you to change the statistics of the players on your team. Use the UP and DOWN CONTROL PAD to scroll through the names, then press the A BUTTON to choose the name of the player whose stats you wish to alter. Use the LEFT and RIGHT CONTROL PAD to highlight the specific statistic you wish to change:

Each of the five players is rated on a scale of zero to 9 in nine categories (the category abbreviations on screen are provided here in parentheses): speed (SPD), three-point shooting ability (3PT), dunking ability (DNK), passing ability (PAS), power (POW), stealing capabilities (STL), blocking skills (BLK), ability to pull off the clutch play (CLU), and injury status (INJ). Each player has a maximum value of all categories combined, so in order to increase the value in one category, you must first decrease the value in another category. Use the UP and DOWN CONTROL PAD to alter the stats the way you wish, then press the A BUTTON to lock in your choice.

Reset Stats: Selecting this option will undo any statistical changes you've made, returning the team statistics to their original default settings.

Finished: Choosing this option will return you to the GAME OPTIONS screen.

THE BASICS ... AND MORE!

College Slam™ games are divided into two halves of 6 minutes each. A game begins with the tip-off as one player from each team jumps to gain control of the ball. Of course, in College Slam™, as in all sports, a firm command of the basics is essential! Here they are:

DEFAULT CONTROLS

To move your man around the court, use the UP, DOWN, LEFT, and RIGHT CONTROL PAD.

To shoot (on offense) or to block a shot (on defense), use the A or B BUTTON. Your offensive player will release the ball when you release the button. When blocking, you'll want to time your jump: A block can only be made during the ball's upward arc.

To pass (on offense) or to steal (on defense) the ball, use the X or Y BUTTON.

To boost your power, use the LEFT or RIGHT TRIGGERS. Each player is limited to a certain amount of power boosting per game.

To pause or restart the game, use the START BUTTON. To return to the title screen at any time, press LEFT and RIGHT TRIGGERS.

Once you've mastered the basics, you'll need to expand your College Slam™ repertoire of strategies and tactics:

TIMEOUT! To call a timeout, first use the START BUTTON to pause the game, then press the B BUTTON . Each team is allowed one timeout per half, during which substitutions may be made (see next section).

BOOST! This causes your player to run much faster than normal, whether on offense or defense, and allows you to blow past opposing defenders! To utilize your turbo power and boost your speed, use the LEFT or RIGHT TRIGGERS. But remember: Boost power is limited for each player — use your extra speed wisely!

ON FIRE! If you score three baskets in a row, you are on fire — and you have unlimited boost power! You have a much greater chance of sinking baskets from anywhere on the hardwood! [NOTE: Only one player can be on fire at any given time.]

CHARGE! To charge — and knock over — your opponents, press the LEFT or RIGHT TRIGGER and tap the CONTROL PAD four times in the direction you want to move. Beware, though: This maneuver will drain your player of his turbo power extremely quickly!

TEAM SUBSTITUTIONS

Before each half of any College Slam™ game begins, each team has a choice of two players who will compete in the upcoming half. The choices are made from a field of five. Each of the five players is rated on a scale of zero to 9 in nine categories (the category abbreviations on screen are provided here in parentheses): speed (SPD), three-point shooting ability (3PT), dunking ability (DNK), passing ability (PAS), power (POW), stealing capabilities (STL), blocking skills (BLK), ability to pull off the clutch play (CLU), and injury status (INJ).

To make team substitutions, use the UP and DOWN CONTROL PAD to highlight the player you want to choose, then press the A BUTTON to lock in your choice.

CHECK OUT THESE POWER-UPS!

At random intervals throughout any given game (assuming the Power-Up mode is on), various icons will appear that will enable you to instantaneously (and temporarily) experience blinding speed, unlimited turbo, and more! Here's a complete directory of the icons you'll find in College Slam™:

3 Increases your ability to make the three-point outside shot!

D Allows you to perform Monster Jams from anywhere on the court!

S Increases your overall speed to astounding levels!

P Increases your power to a degree you can hardly imagine!

T Provides you with temporary unlimited boost action!

F Causes you to be temporarily "on fire"!

B The bomb knocks over everyone on the court — except you!

? Randomly activates the effects of one of the other icons!

R Reverses the direction of the ball if it's in mid-shot!

Z Prevents your opponents from scoring by zapping your hoop with a flash of lightning!

I Causes your teammate to become invisible for a brief period of time!

C Causes the ball to chaotically bounce in random directions every time it hits the floor!

W Causes you to become a whirlwind that will knock over any player who comes in contact with you! [Note: Your control will be affected such that you will keep moving in one direction until you press another direction on the CONTROL PAD. If you are in possession of the ball, shooting or passing will neutralize the whirlwind.]

TIPS FOR SLAMMIN' HOOP ACTION!

Look, College Slam™ isn't easy. We can give you the basics, give you a f… pointers, but you're gonna have to go out there, hit the hardwood, and… master the skills the hard way: through hard-driving, point-pounding… playing experience. But before you get out on the floor, here are a few things… you ought to remember:

- When you're shooting for the basket, release the ball at the very height… of your leap for the greatest accuracy. However: You may want to release… the ball much earlier or later in your jump to avoid having your shot… blocked — or getting the ball stolen!
- Give some thought to the attributes of the players you're sending to the… hardwood each half. Do you need stronger defense or offense? Is passing… or stealing more valuable in the game situation you're facing? What… about injuries? Choose your players wisely!
- Practice your slamming and jamming! Going for the spectacular move all… the time may be a crowd-pleaser, but being more particular about when… you choose to go for the wild dunks can increase your chances of claiming the College Slam™ championship!

COLLEGE SLAM™ TEAM ROSTER

ALABAMA

Team Name: Crimson Tide

Address: P.O. Box [illegible], Tuscaloosa, AL [illegible]

Arena: Coleman Coliseum ([illegible])

Enrollment: [illegible]

Conference: Southeastern

Team Highlights: Alabama has appeared in four of the last five NCAA tournaments. They won three Southeastern Conferences in a row starting in 1985.

ARIZONA

Team Name: Wildcats

Address: McKale Center, Tucson, AZ [illegible]

Arena: McKale Center ([illegible])

Enrollment: [illegible]

Conference: Pacific-[illegible]

Team Highlights: Arizona made it to the Division I semifinals in 1994, before succumbing to Arkansas.

ARKANSAS
Team Name: Razorbacks
Address: P. O. Box 7777, Fayetteville, AR 72702
Arena: Bud Walton Arena (18,500)
Enrollment: 15,000
Conference: Southeastern
Team Highlights: Arkansas had the best Division I win/loss record in 1994, 31 - 2. They also led in scoring margin, averaging 17.9 points over their opponents. Arkansas triumphed over Duke to win their first Division I championship in 1994.
BOSTON COLLEGE
Team Name: Eagles
Address: Conte Forum 321, Chestnut Hill, MA 02167
Arena: Silvio O. Conte Forum (8,606)
Enrollment: 9,185
Conference: Big East
Team Highlights: The Eagles outlasted Indiana to make it to the Regional Finals in 1994, losing to Florida 74 - 66.
CAL BERKELEY
Team Name: Golden Bears
Address: Memorial Stadium, Berkeley, CA 94720
Arena: Harmon Arena (6,578)
Enrollment: 31,000
Conference: Pacific-10
Team Highlights: The Golden Bears got to the NCAA tournament level in '93 and '94, but they last made the Final Four in 1960.
CINCINNATI
Team Name: The Bearcats
Address: 340 Shoemaker Center, Cincinnati, OH 45221-0021
Arena: Myrt Shoemaker Center (13,176)
Enrollment: 36,000
Conference: Great Midwest
Team Highlights: The Bearcats have gone to the NCAA tournament in '92, '93 and '94. In '92 they tied for third. In 1993, they finished in the Associated Press' Final Top 10 rankings.

CONNECTICUT

Team Name: Huskies

Address: 2095 Hillside Rd., U-78, Storrs, CT 06269-3078

Arena: Gampel Pavilion (8,241) and Hartford Civic Center (16,294)

Enrollment: 16,343

Conference: Big East

Team Highlights: UConn has won back-to-back Big East Conference titles, posting a league record of 32-4 and an overall record of 57-10 during the past two years. The Huskies have advanced to the NCAA "Sweet 16" in four of the past six seasons. Connecticut has won 11 NCAA Tournament games in the past six years.

DUKE

Team Name: The Blue Devils

Address: P.O. Box 90937, 145 Cameron Indoor Stadium, Durham, NC 27708-0937

Arena: Cameron Indoor (9,314)

Enrollment: 6,150

Conference: Atlantic Coast

Team Highlights: The Blue Devils have made it to the Final Four three years in a row, taking back-to-back crowns in 1991 and 1992. The Blue Devils have been ranked in the Associated Press Top 10 in eight of the last ten years! Duke ranks among the top ten all-time winningest teams, with a .673 percentage. Blue Devils have been to the Final Four seven of the last ten times.

FLORIDA

Team Name: Gators

Address: P.O. Box 14485, Gainesville, FL 32604

Arena: Stephen C. O'Connell Center (12,000)

Enrollment: 35,000

Conference: Southeastern

Team Highlights: Florida tied Arizona for third place in the NCAA Final Four in 1994.

FLORIDA STATE

Team Name: Seminoles

Address: Moore Athletic Center, P.O. Drawer 2055, Tallahassee, FL 32306

Arena: Tallahassee Civic Center

Enrollment: 29,000

Conference: Atlantic Coast

Team Highlights: The Seminoles have played in nine NCAA tournaments, making it to the Final Four in 1972, when they finished 2nd.

GEORGETOWN

Team Name: Hoyas

Address: Washington, DC 20057

Arena: USAir Arena (19,035)

Enrollment: 6,085

Conference: Big East

Team Highlights: Georgetown has sent more than a few players to the pros, including Patrick Ewing, Reggie Williams and Alonzo Mourning, all of whom were NCAA First-Team All-Americans. The Hoyas were NCAA champions in 1984. They have appeared in the NCAA tournament 18 times.

GEORGIA
Team Name: Bulldogs
Address: P.O. Box 1472, Athens, GA 30603
Arena: Georgia Coliseum (10,300)
Enrollment: 26,650
Conference: Southeastern
Team Highlights: The Bulldogs led the Southeastern Conference in 1990, though they lost the Conference tournament to Alabama. They won it in 1983, making it to the Final Four before being bested by the North Carolina Tarheels.
GEORGIA TECH
Team Name: Yellow Jackets
Address: 150 Bobby Dodd Way, NW, Atlanta, GA 30332-0455
Arena: Alexander Memorial Coliseum
Enrollment: 15,000
Conference: Atlantic Coast
Team Highlights: Georgia Tech has appeared in 10 NCAA tournaments, tying for 3rd with Arkansas in 1990. Tech finished 4th in their Conference in 1991, but won the Conference Tournament in 1993 and 1990.
ILLINOIS
Team Name: Fighting Illini
Address: 907 South Hall, Suite 201, Champaign, IL 61820
Arena: Assembly Hall (16,300)
Enrollment: 35,000
Conference: Big Ten
Team Highlights: The Fighting Illini last made it to the Final Four in 1989, their fourth trip. Illinois had a 17-11 record in 1990.
INDIANA
Team Name: Hoosiers
Address: Assembly Hall, Bloomington, IN 47405
Arena: Assembly Hall (17,357)
Enrollment: 33,000
Conference: Big Ten
Team Highlights: Indiana is a longtime basketball powerhouse: the Hoosiers have earned an Associated Press Final Top 10 ranking 16 times, and have gone to the NCAA Tournament an incredible 340 times! They won the Championship in 1940 and 1987, and tied for 3rd in 1992.
IOWA
Team Name: Hawkeyes
Address: 340 Carver-Hawkeye Arena, Iowa City, IA 52242
Arena: Carver-Hawkeye Arena (15,500)
Enrollment: 28,000
Conference: Big Ten
Team Highlights: The Hawkeyes have appeared in 16 NCAA tournaments, where they have placed as high as 2nd.
KANSAS
Team Name: Jayhawks
Address: 202 Allen Fieldhouse, Lawrence, KS 66045
Arena: Allen Fieldhouse (15,800)
Enrollment: 29,150
Conference: Big Eight
Team Highlights: The Jayhawks earned the NCAA Championship in 1988, and have been to the Final Four twice since then. Former Jayhawks include Danny Manning and Wilt Chamberlain.

KENTUCKY

Team Name: Wildcats
Address: Memorial Coliseum, Avenue of Champions, Lexington, KY 405
Arena: Rupp Arena (23,000)
Enrollment: 24,000
Conference: Southeastern
Team Highlights: Kentucky is another school that has made a lasting mark in college basketball. They have been to the NCAA tournament 56 times, including nine consecutive trips from 1980-88. They won the Southeastern Conference Tournament in '90, '93 and '94. The Wildcats are the all-time winningest team, with a .756 percentage since 1903. They are second in total victories with a 1,986 - 913 record in their 91 years.

LOUISIANA STATE UNIVERSITY

Team Name: Tigers
Address: P.O. Box 25099, Baton Rouge, LA 70894-5099
Arena: Pete Maravich Assembly Center (14,164)
Enrollment: 24,730
Team Highlights: Louisiana State University has been home to some of the most impressive players ever, including "Pistol" Pete Maravich and Shaquille O'Neal. LSU won the Conference tournament in 1986, and in 1991 tied Mississippi State for 1st in the Southeastern Conference.

LSU

MARYLAND

Team Name: Terrapins
Address: P.O. Box 295, College Park, MD 20742-6235
Arena: Cole Field House
Enrollment: 31,780
Conference: Atlantic Coast
Team Highlights: The Terrapins have gone to the NCAA tournament 9 times. In 1994, they had a .600 full-season percentage. They beat Massachusetts in the second round of the 1994 NCAA tournament, but lost to Michigan in the regional semifinals.

MASSACHUSETTS

Team Name: Minutemen
Address: Mullins Center, University of Massachusetts, Amherst, MA 01003
Arena: William D. Mullins Center (9,493)
Enrollment: 17,249
Conference: Atlantic 10
Team Highlights: UMass has appeared in the last three NCAA tournaments, dominating the Atlantic 10 Conference. 1996 marked their debut in the Associated Press Final Top 10. Julius Erving is but one of the players to move from the minutemen to the pros.

MICHIGAN

Team Name: Wolverines
Address: 1000 South State Street, Ann Arbor, MI 48109-2201
Arena: Crisler Arena (13,562)
Enrollment: 36,845
Conference: Big Ten
Team Highlights: A Big Ten powerhouse, Michigan won the NCAA championship in 1989, but had to settle for 2nd place in '92 and '93. In 1994, the Wolverines made it to the regional championships before being beaten by Arkansas.

MICHIGAN STATE

Team Names: Spartans

Address: Fourth Floor, Olds Hall, East Lansing, MI 48824-1044

Arena: Jack Breslin Student Events Center (15,138)

Enrollment: 39,745

Conference: Big Ten

Team Highlights: The Spartans took top honors in the NCAA in 1979, with the help of Earvin "Magic" Johnson, the Most Outstanding Player of the tournament. It was the first time Michigan State had reached the Final Four since 1957. The Spartans made it to the NCAA tournament in '90, '91, '92 and '94. They were defeated in the second round by Duke in '91.

MISSOURI

Team Name: Tigers

Address: Box 677, Hearnes Center, Columbia, MO 65205

Arena: Hearnes Center

Enrollment: 23,449

Conference: Big Eight

Team Highlights: The Tigers were regional runners-up in 1994, beating Syracuse in overtime to win the regional semifinals. Missouri has won the Big Eight Conference Tournament four times since 1987.

NEBRASKA

Team Names: Cornhuskers

Address: 116 South Stadium, P.O. Box 880123, Lincoln, NE 68588-0123

Arena: Devaney Sports Center

Enrollment: 24,000

Conference: Big Eight

Team Highlights: In 1994, the Huskers won the Big Eight Conference Tournament.

NORTH CAROLINA

Team Names: Tar Heels

Address: P.O. Box 2126, Chapel Hill, NC 27515-2126

Arena: Smith Center (21,572)

Enrollment: 24,400

Conference: Atlantic Coast

Team Highlights: The Tar Heels took it all the way in 1993, winning the NCAA championship against Michigan. A host of North Carolina alumni have gone on to the pros, among them Michael Jordan and James Worthy. The Tar Heels are among the top five winningest teams of all time. Perennial NCAA tournament participants, North Carolina made it to the second round in 1994.

NORTH CAROLINA STATE

Team Name: Wolfpack

Address: Box 8501, Raleigh, NC 27695-8501

Arena: William Neal Reynolds Coliseum (12,400)

Enrollment: 26,685

Conference: Atlantic Coast

Team Highlights: North Carolina State has gone to the NCAA tournament 17 times, winning the championship in 1983. The Wolfpack's most recent appearance was in 1991, when they defeated Southern Mississippi to make it to the second round.

OHIO STATE

Team Name: Buckeyes

Address: 410 Woody Hayes Drive, 124 St. John Arena, Columbus OH 43210-1166

Arena: St. John Arena

Enrollment: 52,180

Conference: Big Ten

Team Highlights: The Buckeyes enjoyed an Associated Press Final Top 10 ranking in 1992, the same year they led the Big Ten. Ohio State has made it to the Final Four eight times, winning it in 1960.

OKLAHOMA

Team Name: Sooners

Address: 180 West Brooks, Room 235, Norman, OK 73019

Arena: Lloyd Nolan Center (10,861)

Enrollment: 24,400

Conference: Big Eight

Team Highlights: The Sooners made it to the NCAA championship round in 1988, finishing 2nd. They were 24-10 in 1994 full season play, second in the Big Eight.

OKLAHOMA STATE

Team Name: Cowboys

Address: Gallagher-Iba Arena, Stillwater, OK 74078

Arena: Gallagher-Iba Arena (6,381)

Enrollment: 18,500

Conference: Big Eight

Team Highlights: The Cowboys have made it to NCAA tournament play four years in a row, beginning in 1991. They were back-to-back NCAA champions in 1945-46.

PENN STATE

Team Name: Nittany Lions
Address: 234 Recreation Building, University Park, PA 16802
Arena: Rec Hall (6,846) Bryce Jordan Center (16,000) due in 1996.
Enrollment: 30,500
Conference: Big Ten
Team Highlights: Penn State made it to the second round of the 1991 NCAA tournament. They have reached the Final Four once, in 1954. They appeared in the National Invitational Tournament in 1990.

PURDUE

Team Name: Boilermakers
Address: 1790 Mackey Arena, West Lafayette, IN 47907-1790
Arena: Mackey Arena (14,123)
Enrollment: 35,160
Conference: Big Ten
Team Highlights: Purdue ruled the Big Ten in 1994 with a 29-5 full season record. They made it to NCAA regional championships the same year, beating Kansas to get there.

ST. JOHN'S

Team Name: Red Storm
Address: 8000 Utopia Parkway, Jamaica, NY 11439
Arena: Alumni Hall (6,008) and Madison Square Garden (18,876)
Enrollment: 19,500
Conference: Big East
Team Highlights: St. John's has made it to the NCAA tournament 23 times. They were the 1989 champions. 1994 marked only the second time in 12 years that the Red Storm failed to reach the tournament level.

SOUTH CAROLINA

Team Name: Gamecocks
Address: Rex Enright Athletic Center, 1300 Rosewood Drive, Columbia, SC 29208
Arena: Carolina Coliseum (12,401)
Enrollment: 26,130
Conference: Southeastern
Team Highlights: The Gamecocks appeared in NCAA tournament play in 1989. In 1991, they were part of the National Invitational Tournament.

SYRACUSE

Team Name: Orangemen
Address: Manley Field House, Syracuse, NY 13244-5020
Arena: Carrier Dome (30,000)
Enrollment: 10,500
Conference: Big East
Team Highlights: The Orangemen have made it to 17 of the last 20 NCAA tournaments. In 1987 they made it all the way to the championship game, finishing behind Indiana. Syracuse fans take their team seriously: the Orangemen hold several attendance records. Syracuse won the Big East tournament in 1992. The Orangemen made it to the regional semifinals in 1994 before bowing to Missouri in overtime.

TEXAS

Team Name: Longhorns
Address: P.O. Box 7399,
Austin, TX 78713
Arena: Frank Erwin Center (16,042)
Enrollment: 49,250
Conference: Southwest
Team Highlights: The Longhorns finished first in the 1978 National Invitational Tournament. They have appeared in 5 of the last 6 NCAA tournaments. They made it to the second round in 1994, the same year they smothered the Southwest Conference and took the Conference Tournament.

THE UNIVERSITY OF MEMPHIS

Team Name: Tigers
Address: Athletic Office Building, Memphis, TN 38152
Arena: The Pyramid
Enrollment: 21,500
Conference: Great Midwest
Team Highlights: The Tigers have appeared 14 times in NCAA tournament play, reaching the Final Four in 1985. They have competed in the National Invitational Tournament 11 times, most recently in 1991.

UCLA

Team Name: Bruins
Address: J.D. Morgan Center, 405 Hilgard Avenue, Los Angeles, CA 90024
Arena: Pauley Pavilion (12,819)
Enrollment: 35,500
Conference: Pacific 10
Team Highlights: The Bruins hold the current record for most consecutive winning seasons: they have had 46 winning seasons, from 1949 -94. They have gone to the NCAA tournament 30 times, and have come away champions 10 times. They have been ranked in the Final Top 10 a total of 20 times by the Associated Press, most recently in 1992. The Bruins hold the record for most consecutive regular season victories (76).

UNLV

Team Name: Runnin' Rebels
Address: 4505 Maryland Parkway, Las Vegas, NV 89154
Arena: Thomas & Mack (18,500)
Enrollment: 19,430
Conference: Big West (will join Western Athletic in 1996)
Team Highlights: UNLV took it all in 1990, and tied for 3rd place in 1987 and 1991. The Runnin' Rebels were ranked in the Final Top 10 by Associated Press in 1992. They have won the Big West Conference Tournament seven times since 1983.

U. SOUTHERN CALIFORNIA

Team Name: Trojans
Address: Heritage Hall, Los Angeles, CA 90089-0602
Arena: Los Angeles Sports Arena (15,509)
Enrollment: 28,375
Conference: Pacific 10
Team Highlights: The Trojans were ranked in the Associated Press Final Top 10 in 1992. Southern Cal has gone to the NCAA tournament three times in the past ten years. The Trojans appeared in the National Invitational Tournament in both 1993 and

VILLANOVA

Team Name: Wildcats
Address: 800 Lancaster Avenue, Villanova, PA 19085-1674
Arena: DuPont Pavilion (6,500) and Spectrum (18,060)
Enrollment: 5,950
Conference: Big East
Team Highlights: 1985 marked the Wildcat's first NCAA tournament championship in 21 appearances. Villanova won the National Invitational Tournament in 1994.

VIRGINIA

Team Name: Cavaliers
Address: P.O. Box 3785, University Hall, Charlottesville, VA 22903
Arena: University Hall (8,457)
Enrollment: 18,075
Conference: Atlantic Coast
Team Highlights: The Cavaliers have gone to the NCAA tournament 11 times since 1981.

WAKE FOREST

Team Name: Demon Deacons
Address: P.O. Box 7423, Winston-Salem, NC 27109
Arena: Lawrence Joel Coliseum
Enrollment: 3,600
Conference: Atlantic Coast
Team Highlights: The Demon Deacons have advanced to NCAA tournament play in each of the last four seasons. They last reached the Final Four in 1962. Wake Forest made it to the second round in 1994.

WISCONSIN

Team Name: Badgers
Address: 1440 Monroe Street, Madison, WI 53711
Arena: UW Field House (11,500)
Enrollment: 40,925
Conference: Big Ten
Team Highlights: The Badgers made it to the NCAA tournament in 1994, their first trip since 1947. Wisconsin has won the championship once, in 1941.

ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OFMERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

The Officially Licensed Product logo is a trademark of the Collegiate Licensing Company. School names, logos, and mascots are the property of their respective universities. The Collegiate Licensed Product Label is the property of the Independent Labeling Group. Developed by Iguana Entertainment. The NFL Quarterback Club is a trademark of the National Football League. © 1995 Players Inc. All Rights Reserved. Cover photography © Sam Sifone/NFL Photos, Louis DeLuca/NFL Photos. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1995 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim Entertainment, Inc. Distributed by Acclaim Distribution, Inc. One Acclaim Plaza, Glen Cove, New York 11542-2777